

Sonic

the comic

SPECIAL
2ND
BIRTHDAY
ISSUE

**SONIC
& KNUCKLES
JACKET & MEGA
DRIVE GAMES
TO BE WON!**

**HAPPY
BIRTH-
DAY
TWO
US!**

**NEW
STORY**

KNUCKLES!

**NEW
SERIES**

SPARKSTER!



CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

What's the magic number? All together now - it's 2! Two mega-years since STC went ballistic on you and two megastatic new series starting this very issue as we're in serious party-on-down mode. The humes-who-think-they're-in-charge have donned their white suits and are bopping to their Bee Gees LPs (ask your Grandfinkles). Enough of those saddos, let's get down to business.

Knuckles took STC Boomers by storm with his first series, now he's back in Total Chaotix - and he's not alone. Has this new story anything to do with a certain new Sega 32X game? Could be!

You've pleaded, you've begged, you've sent sticky iced buns, at last he's here! Sparkster, The Last of The Rocket Knights debuts this issue. Yep, Konami's rocket-powered superstar has made it to STC (so enough with the iced buns, OK?).

You want more (whose birthday is this?). How about an exclusive Sonic & Knuckles denim jacket and copies of the S & K Mega Drive game? Check out the Compo inside.

Also, as a special - and we do mean special bonus - look out for the 1995 Sonic Summer Special. Classic Sonic thrill-power - on sale wherever STC is sold. It's megal!

On with the celebrations...hey, who scooped that last piece of cake?

Megadroid

- Managing Editors Richard Burton
- Editor: Deborah Tate
- Designer: Gary Knight
- Assistant Editor: Audrey Wong
- Covers: Carl Flint
- Publisher: Rob McManamy

STC'S GLITTERING PRIZES!

STC almost paints the town red this issue, what with Crayola giving away packs of Overwriter Pens for each drawing published in the Graphic Zone! Not only that but those Highgrove Stationery humes are supplying Speedlines with new prizes too! For the hume who doesn't quite have everything ... how about a sensational Sonic Organiser, Pencil Tin and trio of Pencils!

Snap happy humes are also due for a treat as STC's Photo Zone will be giving away Sonic & Knuckles Fuji disposable cameras! So get those unusual Sega/Sonic related snaps in to the usual address. Remember, the more original the photo, the better!



Each Sonic & Knuckles camera contains 27 full-colour exposures and has an automatic setting for perfect pictures - just aim and click!

HUME ERROR!

Eagle-eyed Boomers who spotted that STC 50's Control Zone looked suspiciously like the April Fool's Control Zone (STC 49), put yourselves on the bank. Circuits were obviously blown in the midst of the celebrations; STC's 50th issue and 2nd Birthday, and the wrong page was printed. Many thanks to all those Boomers who took the trouble to write in. For the record, STC 50's cover, which featured the gold Sonic, was drawn by Mr Carl Flint.

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.



MEGA DRIVE

- ROAD RASH 3
- PGA EUROPEAN TOUR GOLF
- FIFA SOCCER '95
- WINTER OLYMPICS
- ETERNAL CHAMPIONS
- MICRO MACHINES 2
- THE LION KING
- URBAN STRIKE
- SYLVESTER & TWEETY
- TOEJAM AND EARL 2

MEGA-CD

- GROUND ZERO TEXAS
- PITFALL
- MICKEY MANIA
- FIFA INTERNATIONAL SOCCER
- BRUTAL: PAWS OF FURY
- MICROBOSM
- SNATCHER
- REBEL ASSAULT
- WORLD CUP USA '94
- NOVA STORM

MASTER SYSTEM

- WINTER OLYMPICS
- ROAD RASH
- SONIC THE HEDGEHOG 2
- DESERT SPEED TRAP
- ROBOCOP V TERMINATOR
- THE LION KING
- SENSIBLE SOCCER
- STAR WARS
- SONIC CHAOS
- DESERT STRIKE

GAME GEAR

- ROAD RASH
- WINTER OLYMPICS
- JAMES BOND 2 - ROBOCOP
- SONIC THE HEDGEHOG 2
- MICKEY MOUSE 2
- COSMIC SPACEHEAD
- DESERT SPEED TRAP
- THE LION KING
- STRIDER 2
- ASTERIX AND THE SECRET MISSION

IT'S ALL OVER FOR
THE DEATH EGG!

ROBOTNIK'S DEADLY DEVICE
IS BEING TORN APART BY
KNUCKLE'S ATTACK FROM
THE FLOATING ISLAND.

SONIC

THE HESSEING

Disaster!

PART 3

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE





BOY THAT
EGGROBO REALLY
DIDN'T WANT TO LEND
ME HIS JET
PACK!

HIS LOSS! IT'S
THE ONLY WAY I CAN
REACH THE FLOATING
ISLAND!



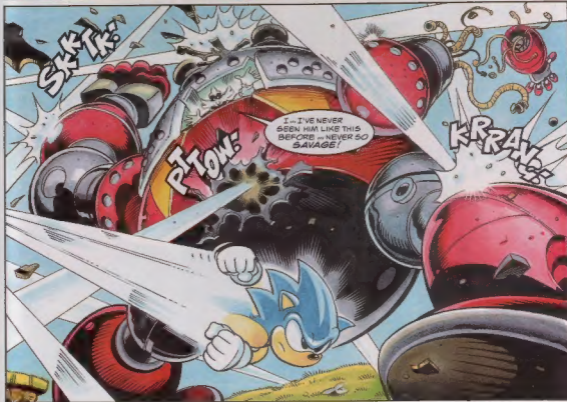
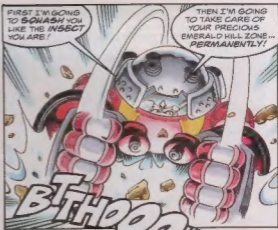
BOY, THIS THING IS **HEAVY!** STILL I'VE
GOT TO GET IT TO THE FLOATING
ISLAND'S **EMERALD CHAMBER!** WITH-
OUT ITS POWER THE FLOATING ISLAND
CAN'T STAY IN THE SKY FOR MUCH
LONGER... I **DREAD** TO THINK WHAT
WOULD HAPPEN IF IT **CRASH-LANDED**
ON **MOBIIUS!**



I JUST KNEW YOU'D SURVIVE THAT
FALL, SOMEONE **SPIKEBALL!** NOW
STAND ASIDE, I WANT THAT
MASTER **EMERALD!**

ROBOTNIK!
DON'T YOU EVER
GIVE UP?







THREE DAYS LATER OFF THE COAST
OF THE EMERALD HILL ZONE.

I WONDER
IF WE'LL EVER SEE
HOME AGAIN.

ROBOTNIK'S
EVIL MUST COME TO
AN END ONE DAY. I KNOW
WE'LL RETURN.

SO THAT'S THE
FLOATING ISLAND!
HOW IS ANYTHING
THAT BIG ABLE
TO FLY?

THE LAST BOAT
IS NEARLY ACROSS.
SONIC, WE MAY AS
WELL LAND!

OKAY, TAILS!

YOU MAY HAVE
DRIVEN US OUT,
ROBOTNIK... BUT
WE'LL BE BACK.
COUNT ON
IT!



NEXT ISSUE: IF THINGS AREN'T ALREADY BAD ENOUGH - HERE COMES PREDICTO!

Graphic Zone

Nappy Birthday to Sonic, Tails and Doctor Robotnik! The artist- humes responsible for revealing these characters in their first flushes of youth will each receive a pack of Crayola Overwriter colour fibre-tipped pens.



Allison Hedley,
Rowlands Gill,
Tyne & Wear.
MO owner.
Crayola
Overwriter
Pack Winner.



Daniel Long,
London.
GG/MD owner.
Crayola
Overwriter
Pack Winner.



... But does he hum too?

Born to read STC!



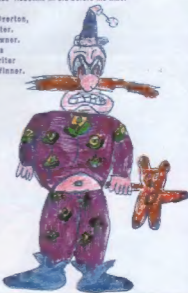
Kenny Leung,
Hackney, London.
MS/MD owner.
Crayola
Overwriter Pack
Winner.

Early, early Sonic!



'Babyface' Robotnik ... old before his time!

Mark Overton,
Leicester.
MCD owner.
Crayola
Overwriter
Pack Winner.



John H. D. ...
Sole, Cheshire
OO Gmmer
Crayola
Overwriter Pack
Winner



Crying over
spit milk

Wayne Merriss Gainsborough, Lincs MD owns
Crayola Overwriter Pack Winner.



The tooth is out!

Paddy Dr 7



BABY TAILS



BABY SONIC

A. Kearney, Cheshunt Herts
Crayola Overwriter Pack Winner



REVIEW

Zone

Enter the zone that defines you
 PC
 PS
 SEGA
 SNES
 SFC
 VHS
 WWW

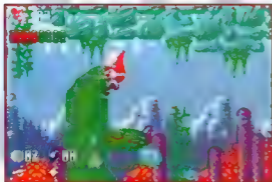
MR NUTZ 2

game type: PLATFORM/ADVENTURE
 1 PLAYER



Mega Drive

PRE-RELEASE VERSION REVIEWED



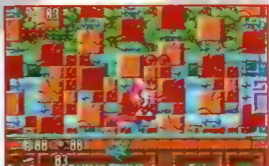
The thinking behind **Mr Nutz 2** cannot be faulted. At last, a platform game with a good mix of humour, challenge, puzzles and longevity. At least, this is the impression you get when first checking out the details. The plot to this sequel is brilliant; an outer space race of chickens is taking over the universe and turning all life forms into chicken dinners! As they descend on Peanut Planet, holiday home of Mr Nutz, there is a chance they could still be stopped.

The game is satisfyingly large and complex. Not only must you rid four continents of chickens, but you must find their bases and techno cities, defeat end-of-level bosses and exterminate all chickens or else they reappear later. As Mr Nutz you are a squirrel of many talents including flying, swimming, magic skills and a useful left hook.

That said, while the idea is great, the gameplay isn't. Particularly annoying is the miles of text you have to scroll through to get information when moving around the map

RATING SYSTEM
 under 40% = Terrible
 40 - 70% = Horrible
 70 - 80% = Fair
 80 - 90% = Good
 Over 90% = Excellent

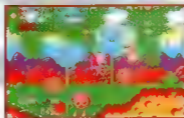
70 - 80% = Fair
 80 - 90% = Good
 Over 90% = Excellent



screens. Worse still, controlling your squirrel is a frustrating and clumsy experience. When Mr Nutz flies with only one feather, all attempts to land him are a nightmare. At other times your squirrel switches between being sluggish or too fast to rein in.

While considerable praise is due to Ocean for creating a platform game which contains a full scale adventure, **Mr Nutz 2** falls far short of its potential. On the plus side, it's a large game with plenty to keep you interested and having password access cuts down on needless repetition. All in all,

Mr Nutz 2 could be better, but is well worth a look.



FAST LAX

PUBLISHER: OCEAN PRICE: £39.99

GRAPHICS: 80%

SOUND: 74%

PLAYABILITY: 76%

RAVES: 80%

GRAVES: 80%

OVERALL: 80%

Shinobi

POWER OF
ELEMENTS

EDITED BY JIM HARRIS • STORY BY JIM HARRIS • ART BY JIM HARRIS

JOE MUSASHI'S OLD
ENEMIES THE FOUR
ELEMENTS HAVE
ATTACKED THE ROOFTOP
HOME OF MUSASHI'S
HOW ALLES THE
ROOFWORKERS IN
THE MELEE SENSEI HAS
BEEN STRUCK DOWN

SENSEI!

TOO LATE
OLD FOOL TOO
LATE FOR YOU

THE OLD MAN'S
GONE SO WILL
YOU SOON

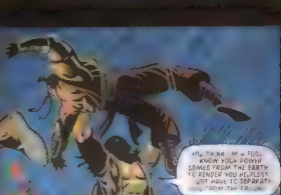
NO!

NNNNN!

HAH!

YOU ARE A
BIG BASTARD
WILL MAKE
THIS QUICK

WHAM!



PERHAPS SO, BUT
WHAT WILL HAPPEN
WHEN WATER

YOUR WATER
CANNOT WIN ME
MY WATER POWER
IS THE PERFECT
DEFENSE AGAINST
YOU, TIGER

AAAAHH!

FWWAASHH!

POISON HAND, DEADLY UNLESS
ITS EFFECTS ARE UNDOEN

BUT ONLY BEMBEI HAS THE KNOWLEDGE
HOW TO UNDOEN IT





THERE'VE TAKEN TOO MUCH
PRESSURE FROM HIS
VITAL CHU JUNCTIONS.
HE SHOULD RECOVER
FULLY IN A FEW DAYS.

MINATO



S-Sensei... what?



THANK YOU, SENSEI. YOUR
MY TAT ON DEEN ARE HONORABLE.
BUT I HAVE MY OWN JOB.

ON MARCH 10, 2003, THE ANIME
WAS ADAPTED INTO A FILM.



THANK YOU FOR HELPING SENSEI.
HE'D DO THE SAME FOR ANY OF US.



WHERE WILL
YOU GO?

HAVE MY OWN SENSEI AND THE
RED ZEPH'ER. I'VE FINISHED WITH
HIM. YET MY WAR ISN'T OVER.
MANY BATTLES I'VE AHEAD.



PERHAPS WE'LL
MEET AGAIN.
FAREWELL.

THE END

IN NOV 5, 2003, THE
RETURN TO SDC. 2003.

THE FLOATING ISLAND IS FINALLY RID OF DOCTOR ROBOTNIK AND, FOR THE FIRST TIME IN MONTHS, KNUCKLES IS ABLE TO RELAX.



Script
NIGEL KITCHING

Art
RICHARD ELSON

Lettering
ELITTA FELL

"THIS IS GREAT! I WAS BEGINNING TO THINK I'D NEVER SEE THE MASTER EMERALD BACK IN THE EMERALD CHAMBER!"

4555 RECENT SONIC STORY 15 A1000000

AND FOR THE FIRST TIME IN CENTURIES ALL THE EMERALDS ARE FULLY POWERED UP! THAT MEANS I CAN EASILY MAINTAIN A PROTECTIVE FIELD AROUND THE ISLAND.

"SO IF OLD BOG-BREATH EVER SHOWS UP HERE AGAIN HE'LL BE IN FOR A SURPRISE."

"IT'S A JEN-KEN FOR THE MASTER EMERALD BACK TO US! WE DIDN'T GET IT TO ME FOR NOTHING."

"AH! REMAINS!"



IT'S TIME TO
GET ON MY NEW
ARRIVAL

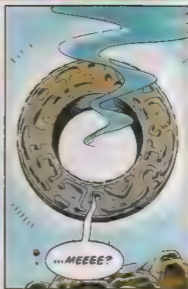
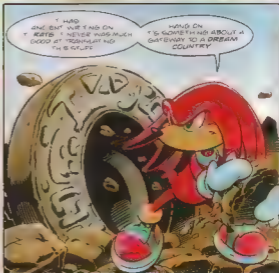
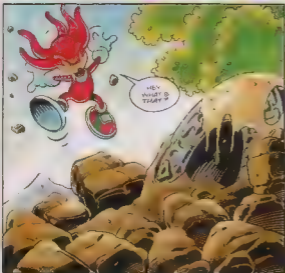


HERE IS
THE MUSHROOM
ZONE

LOOKS
LIKE THE EMBROIDER
WILL FOLLOW ARE
MAKING THE BEST
OF IT

AFTER
WHAT GOING ON I
DID TO HIS DEATH EGG,
ROBOTHIC WAS VOWED TO
DESTROY THEM ALL ON
AND US. THIS IS THE
ONLY PLACE WHERE THEY
CAN BE SAFE

LET
THEY KEEP
THEMSELVES AND
DON'T BOTHER
US





CHAOTIX
- GUARDIANS OF
THE SPECIAL
ZONE!



Q Zone

The Q Zone has provided mind-boggling relief for plenty of Boomers over the past couple of years. Game guru David Gibbons recaps on cheats and tips for some of the most requested games.

Tips & Cheats



ALADDIN



A big Christmas hit during '93, *Aladdin* caused many Boomers to lose sleep with worry. But fear not, because once again the Q Zone presents cheats and tips galore for this fab platformer:-

LEVEL SKIP Play the game as normal. Now, press pause then A, B, B, A, A, B, B and A to warp to the next level.

SECRET OPTIONS SCREEN: From the title screen, press A, B, B, B, B, C, C, C and C.

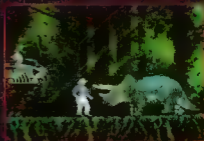
EXTRA LIFE: While on the desert level, go and kill the first snake. Go right back and there will be an extra life!

MICKEY MOUSE EARS: Again, on the desert level, slide near the washing line, so that when Aladdin moves his head you'll see him wearing Mickey Mouse ears! An entire life is now yours!

JURASSIC PARK



One of the most successful movies of all time, faithfully converted to the Mega Drive, *Jurassic Park* is another game that caused monster confusion. Don't let dinosaurs ever rule your STC reading again, because here, once more, are those *Jurassic* cheats:-



LEVEL PASSWORDS:

GRANT:

ORRIS:

| | |
|----------|------------------|
| 240P0021 | POWER STATION |
| 4A3PG0A4 | RIVER |
| 621C002N | PUMP HOUSE |
| 81VVMF20 | CANYON |
| A69KJG6U | VOLCANO |
| CVVVVV74 | VISITOR'S CENTRE |

MAXIMUM AMMUNITION CODES

Enter these codes to give Grant full ammo

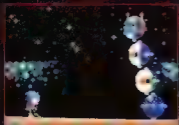
CODE:

| | |
|-----------|------------------|
| 0VVVVVVUP | JUNGLE |
| 2VVVVVVUR | POWER STATION |
| 4VVVVVVUT | RIVER |
| 6VVVVVVUV | PUMP HOUSE |
| 8VVVVVVU1 | CANYON |
| AVVVVVU3 | THE VOLCANO |
| CVVVVVU5 | VISITOR'S CENTRE |

SONIC CHAOS



Ahh, yes. Sonic's first handheld-only game, and one that provided many headaches for Boomers nationwide. Getting further into the game seemed the main problem, so the Q Zone came to the rescue yet again with a fab level select:-



LEVEL SELECT: On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1. Press Start to activate the cheat.

SONIC 3



Sonic's third outing as a Mega Drive superstar and one of his biggest hits to date. Sonic 3 caused a mountain of desperate pleas and filled the Q Zone pastbag to bursting point. We've shown these cheats before, but as it's STC's second birthday we decided to give all you Sonic fans a real treat:-

INFINITE LIVES: Get to the Launch Base Zone and hold the start of a Super-Spin-Dash between the Klaxen Alarms. You must allow the alarms to sound off continuously. The Robot Birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, keep going to get an extra life about every ten seconds (make sure Tails keeps away otherwise he'll upset the pattern - well, you know what these fumes are like!).

INVINCIBILITY: When the title screen appears, press Up, Up, Down, Down, Left, Left, Right, Right, A, A, B, B, C, C, A, B then C.

BONUS OF 100,000 POINTS, EXTRA CONTINUE AND TWO EXTRA LIVES: Finish an act in exactly nine minutes and 59 seconds

LEVEL SELECT/DESIGN/SUPER SONIC: After you hear the voice say "Sega" and Sonic starts to appear on the screen, quickly press Up, Up, Down, Down, Up, Up, Up and Up. A chime is then sounded which indicates the cheat is activated. If you look under Competition there will be a sound test, which is actually a level select! Once you've chosen which level you'd like, hold down A and Start. Press B once to turn Sonic into an object, C to place it and A to change into something different. To become Super Sonic, turn into a box with S on it by pressing A, replace it using C and finally jump into it!

SONIC SPINBALL



One of the most requested cheats since the launch of your favourite comic, Sonic Spinball has had many a Boomer in a real spin as they've tried to get further into the game. Now you need spin no more as below you'll find these mega cheats printed once again.

LEVEL SELECT: Go to the Options screen and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C then Up. Now go to the title screen and hold down A, and press Start to warp to level two, B and Start for level three and C and Start for level four.

BONUS POINTS: Press A, B and C together while the game is adding up your total score. You'll get an extra five million after the first boss, and ten million after the second and third boss. These extra points will also help you gain additional lives.

GAME GENIE: For those of you who also own a Game Genie, here are two very special codes to try with Sonic Spinball:-

| CODE | CHEAT |
|----------|-------------------------------------|
| AW7T4A5L | Infinite lives. |
| AXNA8A94 | Infinite balls in all bonus rounds. |

NEXT ISSUE: MICKEY MANIA PART II



SPARKSTER

LAST OF THE ROCKET KNIGHTS Part 1

THE
MICEL KITCHING

Art:
KEITH PAGE

Lettering:
STEVE POTTER

His name was SPARKSTER. He was
the hero of the planet ELORN.

He led the famous
Rocket Knights to
countless victories.

THAT WAS THEN

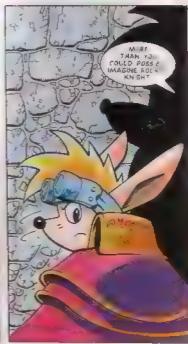


THIS IS NOW

IN ZEBULOS CITY
EVENING IS DRAWING IN



TH'S DOESN'T
MAKE ANY SENSE.
WHAT'S BEEN HAPPENING
ON ELORN WHILE I'VE
BEEN AWAY?



MORE
THAN YOU
COULD POSS. I
IMAGINE ROCKET
KNIGHT



ONE
BARBECUED
CROSSUM COMING
RIGHT UP.

NO YOU
FOOL! SPARKSTER'S
NOT IMPORTANT BUT I
WE OMBAGE THE MYSTIC
ARMOUR KING GEDOL.
WE'LL HAVE OUR
HEADS.

BWOOSH!

THE
MAUSTAV
BURNED UP TA
NOTHIN.

DON'T
BE SO RIDICULOUS!
HE'S OBVIOUSLY ESCAPED
SOMEHOW!

AND
PEOPLE SAY
YOU'RE STUPID
DARKE!

UH?

THERE'S
NO US ANY
MORE SPARKSTER.
YOU'RE IT THE LAST
OF THE ROCKET
KNIGHTS!

HAVE
YOU FORGOTTEN
WHY THEY CALL US
THE ROCKET
KNIGHTS?





SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9DU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



No Kidding!

Dear STC,

I really enjoyed the first series of **Kid Chameleon**, seeing him change from Samurai to Eyeclops to Iron Knight. Will he ever return to STC to fight more giant monkeys and invincible folk?

**Jason Stokes, Eirth, Kent.
MD2/MCD owner.
Sonic Stationery Winner.**



Funny you should mention that, Jason ... a new six part story of The Kid begins next issue!

Xtra, Xtra!

Dear STC,

I heard that a version of **Sonic** is coming out on the 32X. If this is true, will the game feature a new character?

**Peter Sheinin, Ashdod, Israel.
Sonic Stationery Winner.**



*There's no plans at the moment, Peter, for a **Sonic** game on the 32X. However, hold onto your dreams because the new **Knuckles Chaotix** 32X game will be reviewed next issue.*

Desperate Dan!

Dear STC,

I believe that **Sonic** and **Tails** should have their names changed to something hip and trendy! **Sonic** should be called 'Speed' while **Tails** should be called 'Fly'.

**Daniel Donaghy, Glasgow, Scotland.
MD owner.
Sonic Stationery Winner.**



Hey Danno, how about I change my name to 'Moon Unit Megadroid'?



Fly-by-Knight!

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for **Helen Waller** on 0171 344 6400.

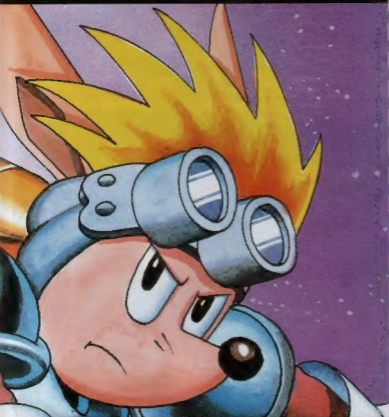
Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational **Sonic Organizer** and **Tin** (with three pencils) can be yours! Winners will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of magnificent **Sonic** products available from most retail stationers. If you have problems finding a stockist in your area write to **Highgrove Stationery Ltd., International House, Unit 9, 59 Compton Road, London W1 3PB.**



SPARKSTER! WE'VE HAD LIFT OFF!



NEW
STORY

KID CHAMELEON!

PIN-UP

SONIC & KNUCKLES!

COMPLETE
STORY

SONIC!

32X
REVIEW

KNUCKLES CHAOTIX!

STC 54 - IT'S A BLAZE!

ON SALE SATURDAY, 10TH JUNE 1995

£1.15

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME

ADDRESS

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME

SCORE/ACHIEVEMENT

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1

2

3

HOW DO YOU RATE ISSUE 53

OF **STC?**

%

